

**Sub-task Number:** CB-09-02e

**Sub-task Title:** Earth Observation Game for Youth

**Overarching Task:** Building Individual Capacity in Earth Observations

**Area:** CAPACITY BUILDING

**Relevant Committee:** CBC

**Related Targets:** (to be included in 2009)

**Sub-task Definition** (as given in the 2009-2011 Work Plan):

Initiate an international contest to create a game that emphasizes the impact of Earth observation on societal conditions. Develop an outcome to work with students and young people through their recreational interest to participate in game playing. The winners will support introduction of the game on a global basis, both into schools and through community organizations.

**Leads** (GEO Member or PO, Entity carrying out the work, Contact: e-mail):

IEEE, Point of Contact: Scott Tamashiro, tamashiro@ieee.org

### **Motivation/Background**

The task initiates an international competition to create ideas for a game, and then a prototype of a game that would help players, typically 10-16 years old, understand the benefits of Earth observation on societal issues. Games such as Sim City provide some experience on a local level, but are not focused on Earth observation, as this game contest demonstrates. Educating young people in an environment they enjoy will broaden their understanding of GEOSS and its benefits, and increase awareness of Earth issues.

**Outputs** (e.g. products and services which result from the activities of the Task/sub-task; outlined in the form of deliverables with timelines)

Concept/idea competition for the game design (phase 1) Summer 2009

Initiate prototype design competition (phase 2) Summer 2009

Selection of contest winner Fall 2010

**Activities** (operations or work processes through which resources are mobilized to produce specific outputs; outlined in the form of milestones including timelines)

See outputs above as milestones for the task. More detailed information is available at: [SaveEarthGame.org](http://SaveEarthGame.org).

**Resources** (indication of resources – e.g. financial, human – contributed by GEO Members or Participating Organizations to produce outputs)

This task is accomplished through IEEE and its partners, DigiPen Institute of Technology, the International Game Design Association (IGDA), 1st Playable Productions, Global Learning and Observations to Benefit the Environment (GLOBE), the IEEE Computer Society and others to be announced. IEEE and its partners are providing prize money for the contest and teams for organizing and judging the competition

### **Architecture and Data Component**

1) Please briefly describe any task-related Earth observation resources (data set, system, website/portal) and any related Web Service interfaces that are contributed to GEOSS. State whether these items are or will be registered with the GEOSS Component and Service Registry for access via the GEO Web Portals, and whether any associated standards or other interoperability arrangements will be registered in the Standards and Interoperability Registry.

2) Please also describe what data and information your activity/system needs that you would request to be accessible through the GEOSS Common Infrastructure.

**Capacity Building Component**

*(capacity building is defined to include the development of capacity related to: (i) Infrastructure and technology transfer (Hardware, Software and other technology required to develop, access and use EO); (ii) Individuals (education and training of individuals to be aware of, access, use and develop EO) and (iii) Institutions – building policies, programs & organizational structures to enhance the value of EO data and products).*

*1) In accordance with the above definition does this Task have a capacity-building component? If so, please provide a short description of this component including a description of end users.*

This task supports capacity building at an individual level as part of the capacity building initiative

*2) Have any additional CB needs for this Task been identified? Please provide a short description.*

No

**User Engagement Component**

*(please briefly describe to what extent end users are engaged in this Task and influence the nature of the outputs produced)*

**Science and Technology (S&T) Component**

*1) Please briefly describe the elements of scientific research or technological development contained in this Task.*

*2) In relation to the S&T component(s) of this task, please describe gaps, priorities, continuity needs, barriers, scientific expertise and additional resource needs (this information will be used for developing a gaps and needs assessment in Task ST-09-01)*

**Members and POs' Contributions to Outputs and Activities above:**

*(Input is optional. This section gives the chance to Members and POs to provide more details (3-5 lines) on their individual activities, making a clear connection with the Outputs and Activities outlined above).*

**ISPRS**

ISPRS WG VI-5. Contribution to workshops and other activities to complete task.

**Participation** (Table to be filled in 2009):

Type	Member or PO	Representing	Contact Name	EmailAddress
Lead(PoC)	IEEE	IEEE	Scott Tamashiro	tamashiro@ieee.org
Contributor	GLOBE	GLOBE	Edward Geary	egeary@globe.gov
Contributor	ISPRS	ISPRS WG VI-5	Manos Baltasvias	manos@geod.baug.ethz.ch